#### **SESSION 3.3**

## **ITS CABINET SERIAL BUSES 1 & 2**

#### **DAVE MILLER**



# ITS CABINET SERIAL BUSES 1 & 2 (SB1, SB2)

#### WHY SERIAL CABINETS?

#### **General Purpose Instrumentation Rack for:**

Traffic	Ramp	Camera	Surveillance
Irrigation	VMS /DMS	Lane Use	Rail/Highway
Speed	Incident	RWIS	HAR
Freeway Lane	ETC	AVI	HOV
Comm Hub	Violations	Weigh in Motion	Battery Backup

## **SB1 & SB2 PHYSICAL LOCATION**

**Originates at 2070 ATC Controller** 

**Chemically-bonded CAT5 twisted pairs** 

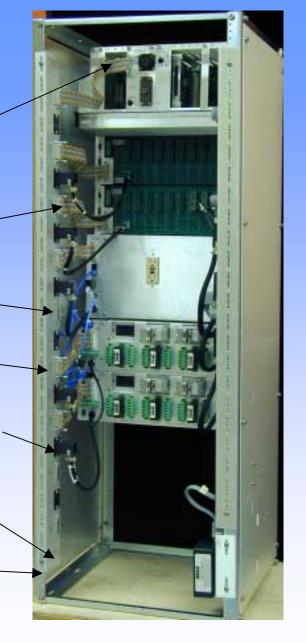
25 pin "D" for each rack location

Removable metal communications bus-

+24 VDC and +12 VDC power receptacles

Terminator block at end of SB1 & SB2

Connector for bus expansion below





### SB1 & SB2 ELECTRICAL CHARACTERISTICS

- Category 5 (CAT5) twisted pair for TxD, RxD, TxC, RxC
- 25-pin "D" receptacle for each rack position containing both SB1 and SB2 signals in single bundle
- EIA-485 balanced differential signals (DATA & DATA)
- SB1 & SB2 originates at controller, ends at terminator block
- EIA-485 distances of thousands of feet with proper cable
- Controller can access I/O in cabinet at remote location



# **SERIAL BUS 1**

- "Real-time" communications from Controller to I/O
- 614 KBPS communications speed, SDLC frames
- Command / response protocol with CRC and timeouts
- Controller "talks" to all devices in cabinet at once
- Peripheral device "listens" for its address and responds
- Normally used with Serial Interface Units (SIU)
- Same protocol as Field I/O, but at different addresses





# **SERIAL INTERFACE UNIT (SIU)**



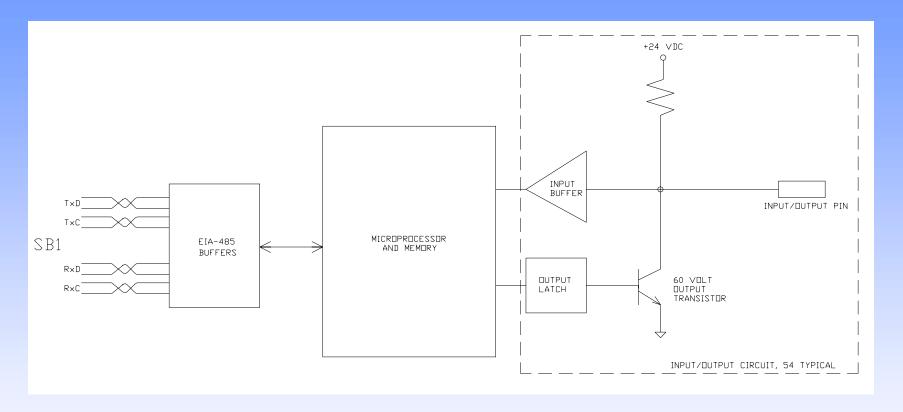


# **SERIAL INTERFACE UNIT (SIU)**

- SB1 serial to parallel converter with safety features
- 54 Input/Outputs in each SIU, ground true 24 VDC logic
- Each SIU responds to a unique rack address block
- SIU has microprocessor for input filtering and output mode
- SIU handles 54 detector calls / status or 14 load switches
- 1 mS input resolution for accurate time stamps
- 6 indicator lamps and reset switch for "hot-swap"



### **SIU BLOCK DIAGRAM**



Each pin functions as both input and output (1 of 54 shown)



# **SIU FUNCTIONAL DESCRIPTION**

- All output latches are cleared at power-up
- All output transistors are OFF at power-up
- With output OFF, pin functions as ground true input
- With output ON, pin functions as ground true output, with output state read back on the input buffer
- Output to input "wrap-around" test without cable
- "Mix and match" 54 pins individually as either IN or OUT
- 54 input addresses + 54 output addresses, no map needed



# **SIU FUNCTIONAL DESCRIPTION (cont'd)**

- Inputs are "raw" or "filtered", on command
- Several output modes, such as blinking, pulse
- Offloads processing work from controller to SIU
- 2-second communications loss, outputs OFF
- Monitor checks for "lack of output" versus WDT
- 9-pin EIA-232 connector for future use (reports, firmware)
- Activity lamp under control of user software

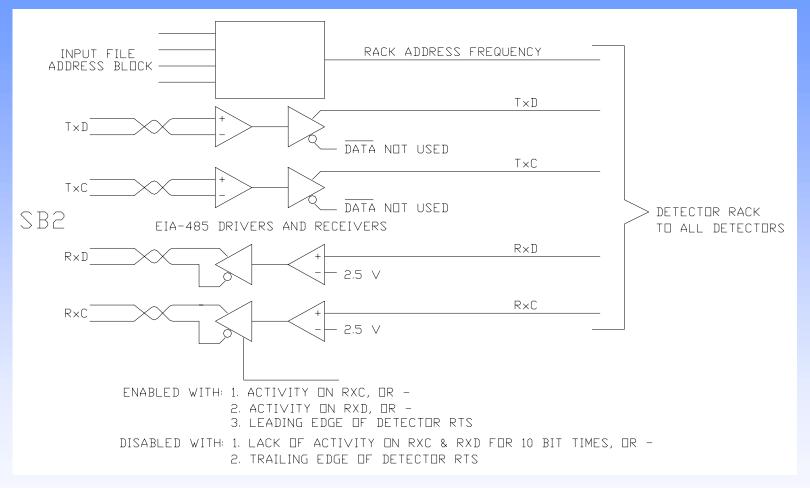


# **SERIAL BUS 2**

- SB2 located in same cabinet 25-pin "D" connector, CAT5
- Separate communications channel directly from controller to serial detectors for loop tuning, status, etc.
- Used for long "conversational" messages without impacting I/O update performance
- Protocol differs with each vendor and hardware device
- Software driver comes with each hardware device and is installed on 2070 ATC, similar to PC device drivers
- Anticipates future serial detectors other ITS applications



## **SERIAL BUS 2 BLOCK DIAGRAM**



SIU simply provides buffer between cabinet and detectors



## **SERIAL BUS 2 OPERATION**

- SB2 is not connected to SIU processor. SIU simply buffers the balanced differential pairs of cabinet SB2 to singleended driver to detectors.
- Controller opens synchronous port if detector is SDLC, or asynchronous if detector is UART with START / STOP bits
- Direct connection from applications code to input devices
- Compatible with existing serial detectors
- Controller "talks" to all detectors at once. Each detector knows what input file and slot it resides in
- Only the detector that matches the address frame of the message received from the controller answers back.

